## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2001 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 2) TYPE (Column 1) SMALL ENTITY OR TOTAL CLAIMS RATE FEE RATE FEE NUMBER FILED NUMBER EXTRA BASIC FEE 370.00 BASIC FEE 740.00 FOR OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X42= X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 OR: TOTAL TOTAL **CLAIMS AS AMENDED - PART II OTHER THAN** 04 SMALL ENTITY **SMALL ENTITY** OR (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS ADDI-ADDI-NUMBER ⋖ PRESENT REMAINING TIONAL RATE TIONAL RATE **PREVIOUSLY** EXTRA AMENDMENT **AFTER** FEE FEE **AMENDMENT** PAID FOR Minus X\$ 9= X\$18= Total OR Independent Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE AVAILAB! (Column 3) (Column 1) (Column 2) HIGHEST CLAIMS ADDI-ADDI-8 REMAINING NUMBER PRESENT RATE TIONAL TIONAL RATE **PREVIOUSLY** EXTRA AMENDMENT AFTER FEE FEE PAID FOR **AMENDMENT** H Minus X\$ 9= X\$18= **Total** OR Independent Minus \*\*\* X84= X42= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 3) (Column 2) (Column 1) HIGHEST CLAIMS ADDI-ADDI-NUMBER PRESENT O REMAINING RATE TIONAL RATE TIONAL **PREVIOUSLY EXTRA** AMENDMENT AFTER FEE FEE PAID FOR AMENDMENT Minus X\$18= Total X\$ 9= OR = Minus Independent X84= X42= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR

\* If the entry in column 1 is less than the ntry in column 2, write "0" in column 3.

\*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT, FEE \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

OR

TOTAL

TOTAL

ADDIT. FEE